RAMP
SPEND 3 SPD AND ROLL A D6.
MOVE D6M ACROSS THE
BOARD. LANDING ENDS TURN

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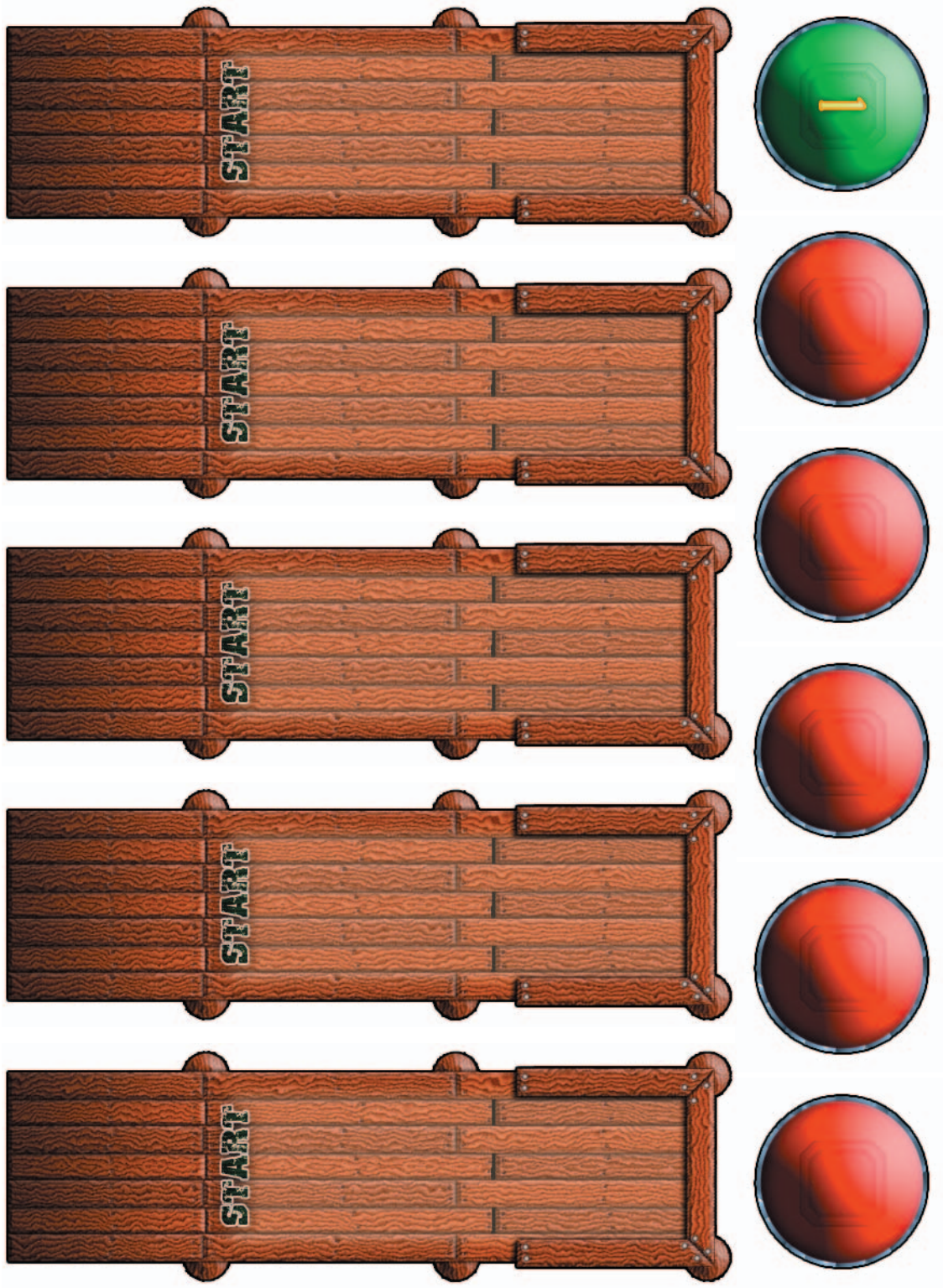
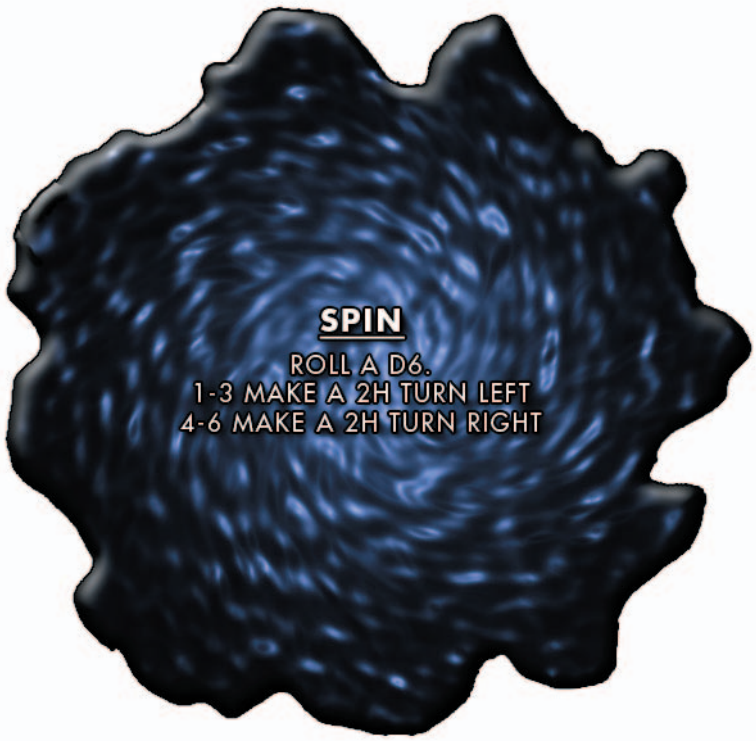
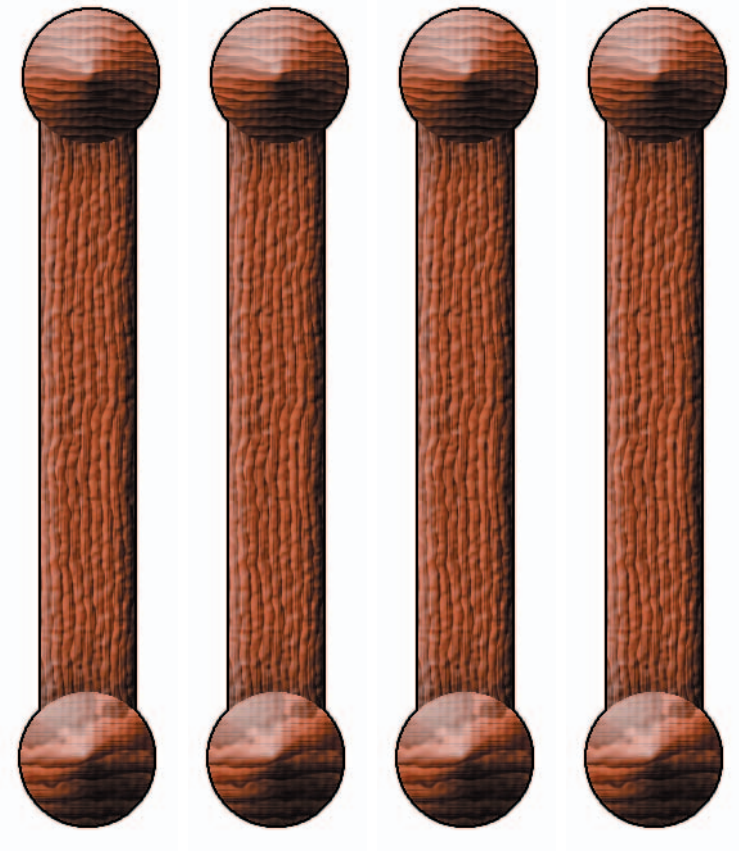
SPEND 3 SPD AND ROLL A D6.
MOVE D6M ACROSS THE
BOARD. LANDING ENDS TURN

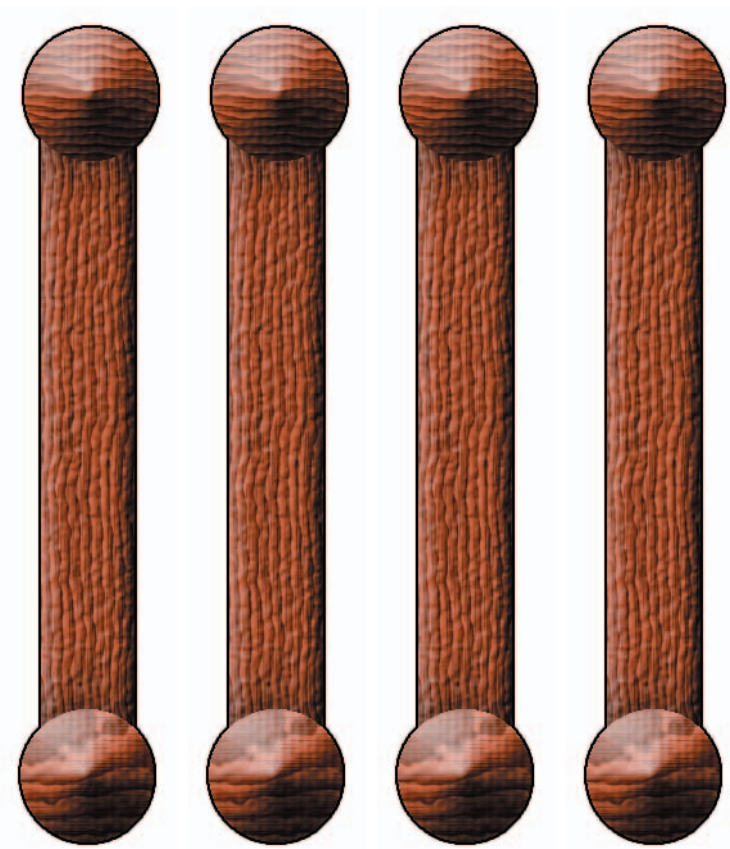

START
START
START
START
START
START
1

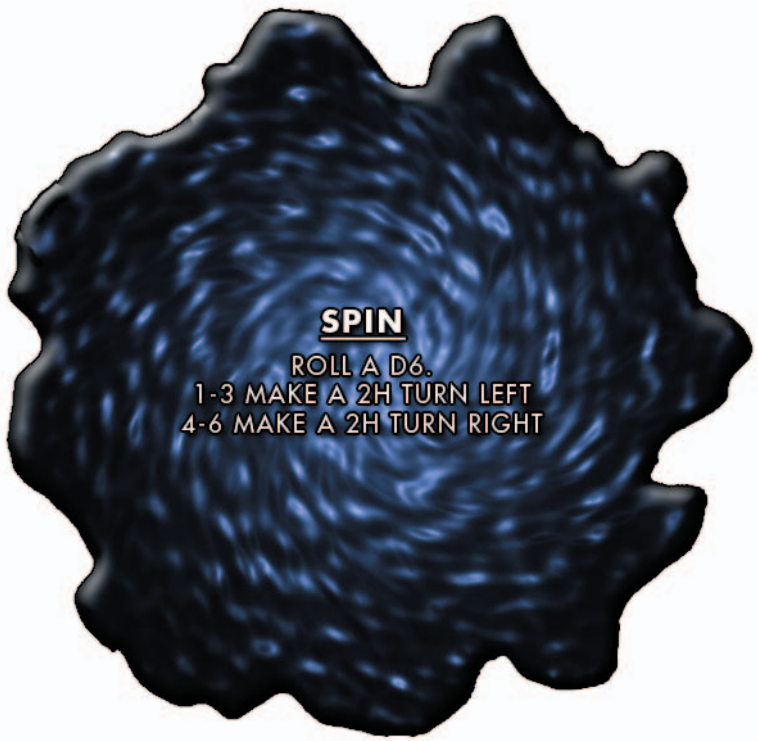
ICE
NO TURNING ALLOWED.

ICE
NO TURNING ALLOWED.


SPIN
ROLL A D6.
1-3 MAKE A 2H TURN LEFT
4-6 MAKE A 2H TURN RIGHT






SPIN
ROLL A D6.
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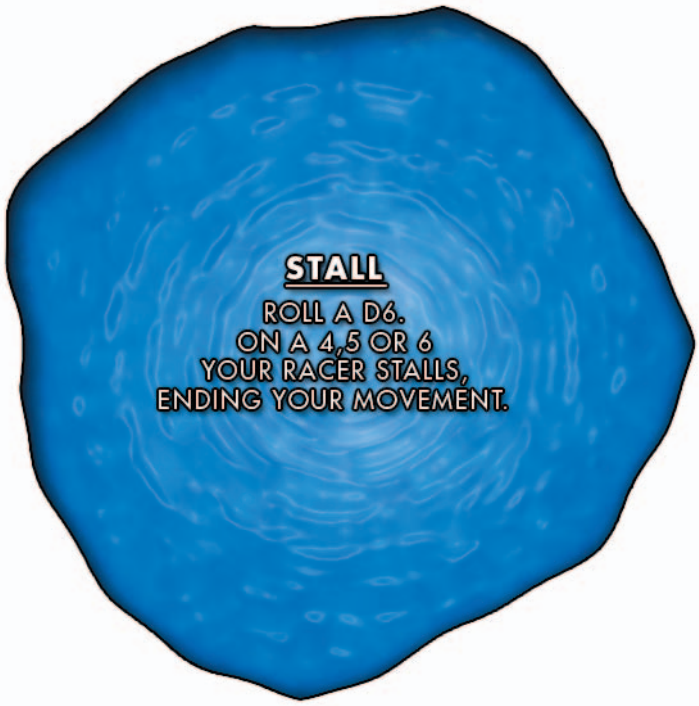
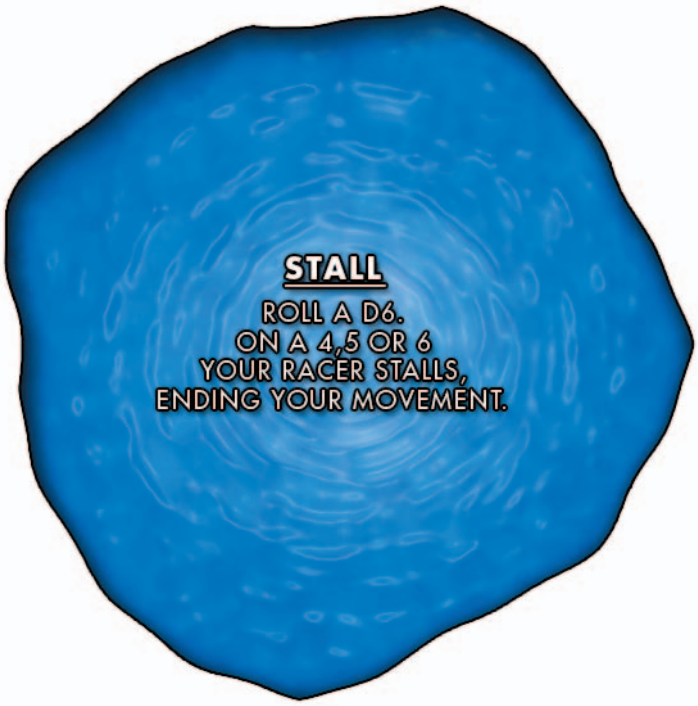

STALL
ROLL A D6.
ON A 4,5 OR 6
YOUR RACER STALLS,
ENDING YOUR MOVEMENT.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